**Learning Summary Report**

1. **Reflective Section**

The aspects that I found challenging were the syntax and logical flow of C programming. Previously during my foundation studies, I studied Python Programming which is loosely tight compare to C programming. It is because of this that I had difficulties adapting from one programming language to another. Another thing was understanding the logical flow of the custom program assignment. It was confusing at first because I couldn’t understand some requirements of the program. However, between the struggling, I found that there were similarities between those two languages that caught my interest. For example, the logic of the if-else statement is the same between Python and C.

In order to overcome these obstacles, I googled some of the methods of solving certain programming questions. I also seek out advices from tutors and friends on programming questions and the custom program assignment.

On the first lecture on C programming, the lecturer mentioned that C programming is bad in terms of usage, but excellent in terms of learning. At first, I didn’t believe that statement. However, I’ve begin to understand why the lecturer said so. Understanding the logical flow through C will help new programmers to develop better logical flow for their future programs, even in different languages.

Areas that I’ve personally explored were the coding behind game development. Some of the games developed by companies use programming languages like C++, C#, Java and many others. It is because of this, the area where I plan to learn further on my own is game development. This is because it is my ambition to develop games for the future and to work in a game development company.

An idea that can be generalised from learning programming is that to determine a program’s end goal. Able to do so would allow the process of developing the program to be much easier. This idea can be used for events in other areas such as working on an assignment report. Identifying the requirements of the report would make the report development process to be faster and smoother.

1. **Self-assessment**

Assessment items that have been completed are:

1. Weekly Task
2. Lab 1
   1. Core Task 1
   2. Logic errors
   3. Syntax errors
   4. Core Task 3
   5. Vital Task
   6. Challenge Task
   7. Exploritary Task
3. Lab 2
   1. Air speed
   2. Core Task 2
   3. Integer trouble
   4. Vital Task
   5. Challenge Task
4. Lab 3
   1. Hand Execution Sheet
   2. Double trouble
   3. Core Task 2
   4. Core Task 3
   5. Core Task 2 Flowchart
   6. Vital Task
   7. Challenge Task
5. Lab 4
   1. Core Task 1
   2. Core Task 2
   3. Core Task 3
   4. Vital Task
   5. Challenge Task
6. Lab 5
   1. Core Task 1
   2. Core Task 2
   3. Core Task 3
   4. Vital Task
7. Lab 6
   1. Core Task 1
   2. Core Task 2
   3. Vital Task
8. Lab 7
   1. Pointy
   2. Core Task 2
   3. RPM
   4. Vital Task
9. Lab 8
   1. Segment
   2. Core Task 2
   3. Vital Task
10. Lab 9
    1. Core Task 1
    2. StringFcn\_q
11. Lab 10
    1. Core Task 1
12. Tests
13. Test 1
14. Test 2
15. Test 3
16. Reflective Video
17. Custom Program

Expected grade: D